



A language for humans and computers

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Latest release: 1.22.1

INTRO

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Crystal is a general-purpose, object-oriented programming language. With syntax inspired by Ruby, it's a compiled language with static type-checking. Types are resolved by an advanced type inference algorithm.

Language specification

```
# A very basic HTTP server
require "http/server"

server = HTTP::Server.new do |context|
  context.response.content_type = "text/plain"
  context.response.print "Hello world, got #{context.request.path}!"
end
```

```
address = server.bind_tcp(8080)
puts "Listening on http://#{address}"

# This call blocks until the process is terminated
server.listen
```



Julien Portalier
12 Jul 2026

Releasing Execution Contexts

Two and a half years ago, with the invaluable support from 84codes, we re-examined the multithreading model inherited from Crystal 0.28 (preview MT).

Project [#multithreading](#)



Julien Portalier
26 May 2026

Post Mortem: HTTP Request Smuggling Vulnerability

On 12 April 2026, we received a vulnerability report regarding an HTTP request smuggling vulnerability in `HTTP::Server`.

Technical [#post-mortem](#) [#security](#) [#http](#)



Julien Portalier
07 Apr 2026

Official Linux ARM64 builds

Finally, starting with Crystal 1.19 we provide official ARM64 builds

Project [#packaging](#)



Johannes Müller
23 Jan 2026

Crystal talk at FOSDEM 2026

Johannes is speaking about Crystal at FOSDEM 2026 in Brussels.

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You can tap into the expertise of the very creators of the language to guide you in your implementation.

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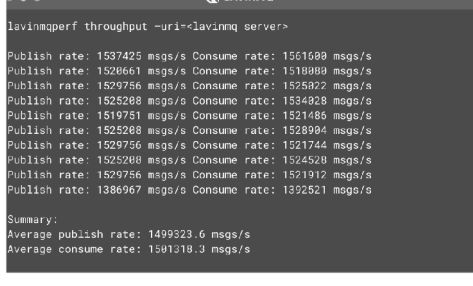
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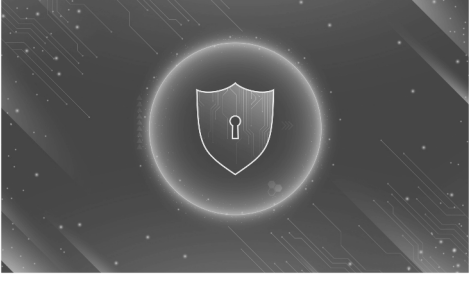
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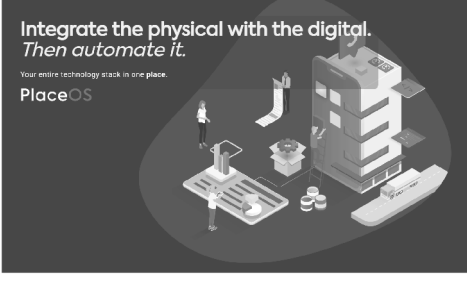
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LavinMQ: Understanding code to get the best performance



Bright Security

Crystal: the *lingua franca* at Bright



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Automating smart buildings with Crystal

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